Crossbow™

Crossbow™ by Exidy is an adventure shooting game. The player, armed with a crossbow, is escorting a party of characters (men, women, and dwarves, etc.) through various dangerous episodes. The object of the game is to protect these characters from dangers lurking within each level and to remove obstacles impeding their progress, and reach the evil master's dungeon. This is all accomplished by shooting a myriad of colorful targets.

CROSSBOW'S HIGH RESOLUTION GRAPHICS SYSTEM DISPLAYS ALMOST 80,000 PIXELS WITH A COLOR PALETTE OF 32,000 COLORS.

Crossbow's revolutionary audio subsystem includes true stereo sound separation and over **100** separate and unique sound effects. Every target has **at least one** sound associated only with it. If all of Crossbow's unique sounds were "PLAYED" end-to-end it would take over 90 seconds to complete.

These sounds include a veritable menagerie of animals (monkeys, toucans, rabbits, elephants, bats, etc.), sound effects (rocks, coconuts, drawbridge, icicles, etc.), background effects (bongos, volcano rumble, river sounds), speech, and much more.

"CONVERTIBLE GAME"
(New Themes in The Future)

Exidy

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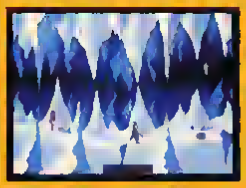
THERE ARE EIGHT LEVELS OR SCENES – PLUS - SURPRISE NINTH LEVEL.

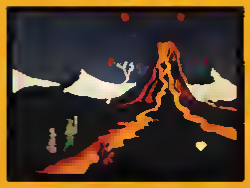
(1) **DESERT** (TARGETS INCLUDE DEADLY SCORPIONS VULTURES SNAKES RABBITS AND SPIDERS)

(2) **VILLAGE** (GHOSTS EVIL MAGICIAN AND HIS FIREBALLS NASTY TOWN PEOPLE SWAMP RATS)



(3) **CAVE** (BATS FALLING ICICLES ABOMINABLE SNOWMAN)

(4) **JUNGLE** (MAN EATING PLANTS GORILLAS COCONUTS TOUCANS ETC.)



(5) **VOLCANO** (SPEWING ROCKS MOLTEN LAVA ETC.)

(7) **CASTLE EXTERIOR** (GUARD ARCHERS ARROWS ALLIGATORS)

CROSSBOW™

Each scene is begun by the player choosing the colored path he wishes his party to follow. If the party survives, the player chooses where to go next by trial and error. The player must learn which colored path leads to each scene's unique element of danger. The adventure ends when all party members are killed.
Points are awarded for each target shot and is based on its difficulty level to be hit, bonus points are given at the end of each level for each surviving party member.

Surviving certain very difficult levels also awards the player with bonus members, increasing the size of his party.
Valuable treasures can be found in some scenes.

(6) **BRIDGE** (ROLLING ROCKS PTERODACTYL FISH FROGS OWLS)

(8) **CASTLE INTERIOR** (DRAGON FIREBALL TRAP DOOR)

DIMENSION:

WEIGHT: GROSS Kg 165 • NET Kg 155

DIMENSIONS: HEIGHT 188 cm • DEPTH 84 cm • WIDTH 62 cm

DIMENSIONS PACKING: HEIGHT 193 cm • DEPTH 90 cm • WIDTH 65 cm

OPERATOR OPTIONS:

- **COINS/CREDITS** – FACTORY SET AT TWO COINS PER CREDIT (Adjustable)
- **PARTY SIZE** – TWO, THREE*, FOUR OR FIVE FRIENDS
- **DIFFICULTY** – FOUR LEVELS (Easy, Normal*, Hard, Most Difficult)

*Factory Settings

DISTRIBUTED BY

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